

BONEWORK AMALGAM

"They say that less is more, but it seems obvious to a student of the necromantic arts that more is indeed more."
- Remmington Black, Elven Bonegraftor.

BONEWORK AMALGAM

Large undead, chaotic evil

Armor Class 13 (natural armor)

Hit Points 136 (16d8 + 48)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	16 (+3)	6 (-2)	11 (+0)	5 (-3)

Saving Throws Con +6

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 6 (2,300 XP)

Turn Resistance. The amalgam has advantage on saving throws against any effect that turns undead.

Undead Fortitude. If damage reduces the amalgam to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the amalgam drops to 1 hit point instead.

Actions

Multiattack. The amalgam makes five attacks: three with its bite and two with its claws or tendrils. If the amalgam hits the same target with all three bite attacks, that creature is restrained until the end of its next turn.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 15).

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (4d4 + 4) slashing damage.

Tendrils. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Reactions

Death Grip. In response to a creature escaping a grapple with the amalgam, the amalgam makes a claw attack against that enemy.



Frightening Fusion. Bonegraftors also construct beings that are more zombie-like in their nature. Fusing sinew and bone to grant corpses unnatural strength as well as life. The bonework amalgam patterns involve combining three torsos onto a quadruped platform of parts.

Legs are often fused together to create a sturdy base with spare arms being used as stabilisers. Replacing the arms on the middle torso with long bone tendrils which have whip-like properties.

Undead Nature. A bonework amalgam doesn't require air, food, drink, or sleep.